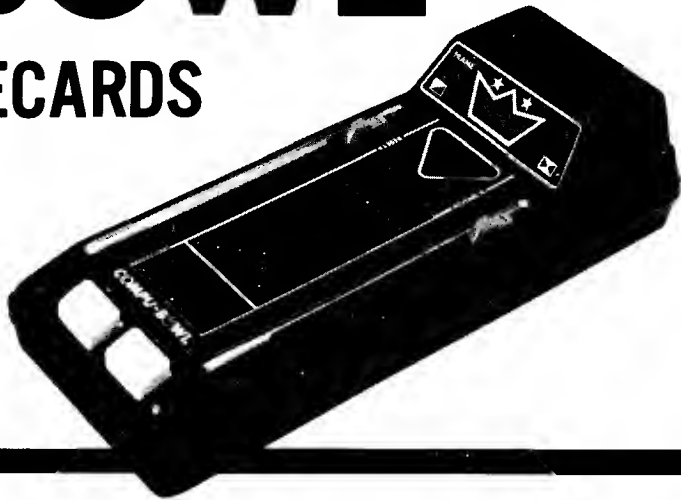


# COMPU-BOWL

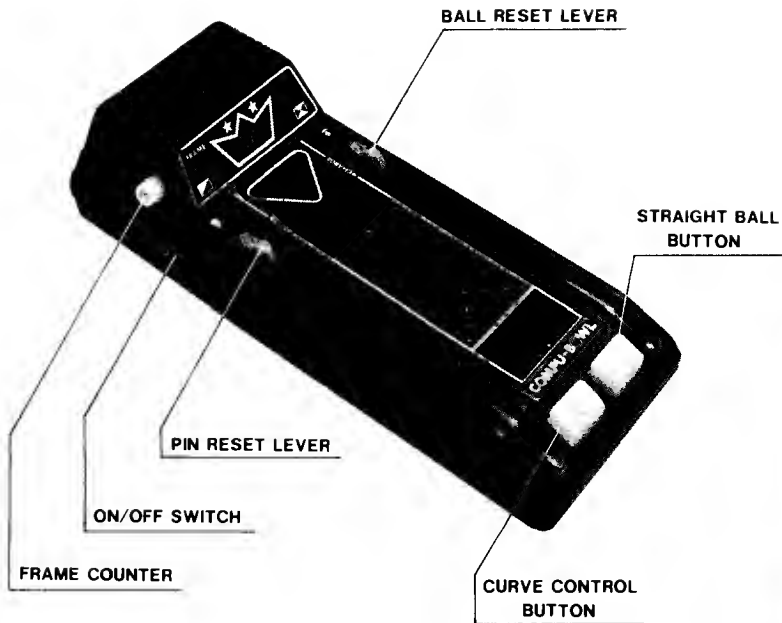
Sears

## INSTRUCTIONS & SCORECARDS

For children aged 5 and up  
Two "AA" batteries required



SEARS, ROEBUCK AND CO., U.S.A.



## Insert Batteries

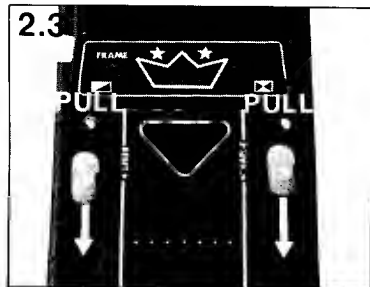
Turn game upside down. Press down where shown and slide cover off. Insert two "AA" batteries. Battery positions are indicated inside the battery box (batteries are not included).

## How to play

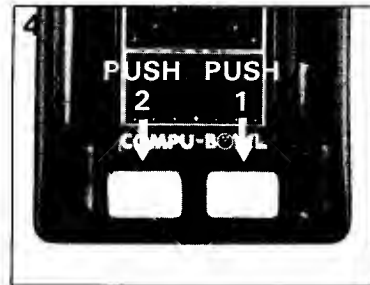
1. Put the main switch to "ON" position first.



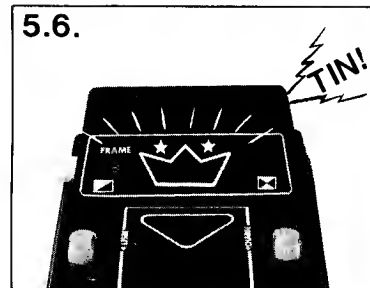
2. To start the game. Pull right side lever downward toward button side to set the lighted ball.
3. Set the pins by pulling the left side lever downward.



4. Press the right button to shoot the straight ball and the left for a curved ball. By skillfully controlling two buttons, you can knock all the pins down and get a strike.



5. When you get a strike or spare, the crown lights with a bright red colour.
6. The ball makes a "POWER" sound when rolling on the lane.



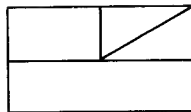
## Care of your game

- A. Avoid dropping it.
- B. Avoid getting it wet.
- C. Avoid leaving it in hot places.
- D. Don't leave dead batteries in the game. Remove batteries if you plan to store.

### NOTE:

A ball light on your Compu-Bowl will fade in intensity because of weak batteries.

## B. Spare

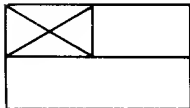


All 10 pins (lights) are put out with two shots. Score 10 plus pins knocked out with next shot.

## Instructions for scorekeeping

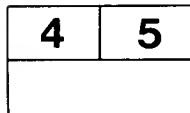
1. Enter name of each player
2. General Guidelines for Scoring

### A. Strike



All 10 pins (lights) are put out with first shot. Score 10 plus total of next two shots.

### C. Blow (Open Frame)

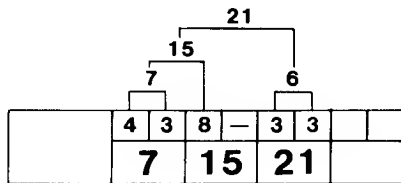


Failure to knock out all 10 pins (lights) in two shots. Score for frame is total of two shots.

### 3. Scorekeeping (See illustrations)

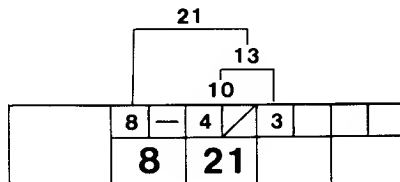
#### A. Example #1

Player has failed to get a strike or spare in first three frames. Score for each frame is the total of two shots added to his/her previous total.

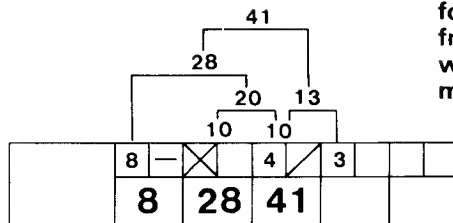


#### B. Example #2

Player scored 8 pins in first frame ; then made a spare in the second frame. He/she scores 10 for the spare plus his/her next shot, which is a three, for a total of 13. This is added to the 8 in frame one, for a total of 21 after two frames.

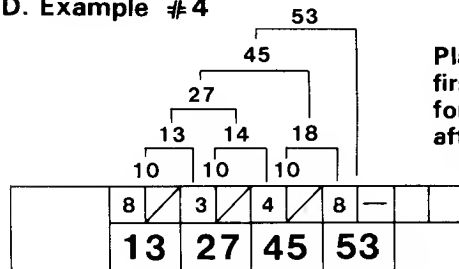


### C. Example #3



Player makes a strike in the second frame and a spare in the third frame. Score for the second frame is 10 plus the total of the next two shots, which is also 10 for a total of 20 that is added to the first frame score of 8 making 28 after two frames. The score in the third frame is 10 for the spare plus the next shot, which is 3 making a total of 13. This is added to the second frame score of 28, making a total of 41 after three frames.

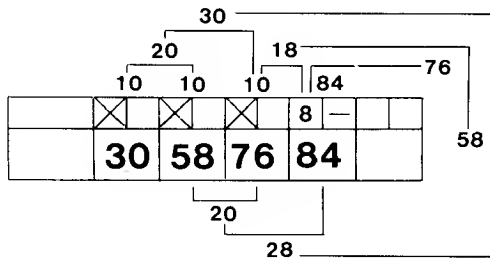
### D. Example #4



Player makes three spares in first three frames. Score for each spare is 10 plus first shot in next frame, with the total added to the previous frame. Score is 13 for first frame, plus 14 for second frame plus 18 for third frame for a total of 45 after three frames.

### E. Example #5

Player makes three strikes on first three frames. Score for each strike is 10 plus the total of the next two shots, with the total added to the previous frame. Player receives 30 in the first frame (10+10+10), plus 28 in the second frame (10+10+8), plus 18 in the third frame (10+8+0) for a total of 76 after three frames.



### F. Tenth Frame

If a player makes a strike or spare in the tenth and final frame, an additional one or two shots are taken to complete the score for the tenth frame. A maximum of three shots can be taken in this frame.

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